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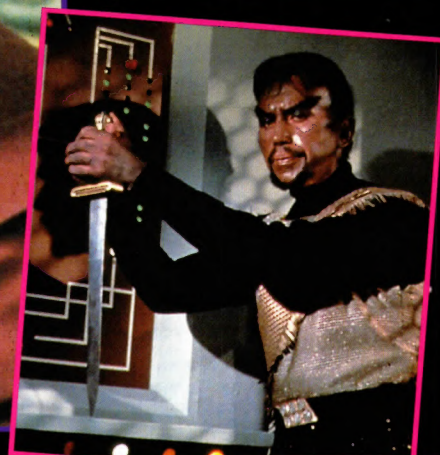


Guide to the Galaxy
Andorians: How blue can you get?

Scotty's Favorite Ship
Loving the U.S.S. ENTERPRISE

STAR TREK: FIRST CONTACT
Victory for the Borg?

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Genetically engineered warriors



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U.S.S. ENTERPRISE NCC-1701 Bridge
Detailed layouts of Kirk's command post

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Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland
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COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 5C



THE UNITED FEDERATION
OF PLANETS

THE ANDORIANS

Despite their race's self-confessed violent tendencies, the antennaed, blue-skinned Andorians have been valued members of the United Federation of Planets and Starfleet for more than 100 years.

The **Andorians**, a humanoid race distinguished by long antennae which protrude from both the left and right hemispheres of the coroneal region of their skulls, are one of the many races which make up the **United Federation of Planets**.

The skin of an Andorian has a distinctly blue pigmentation, with shades varying from a bright sky blue to a darker, almost indigo hue. Their hair, usually worn fairly long, is brilliantly white and, like that of humans, sometimes

recedes in later years. Andorians are about the same height and weight as adult humans, and require no additional aids in order to function normally in the **Class-M** atmosphere favored on most Federation starships and ground-based facilities. This indicates that the atmospheric conditions of their homeworld may well be very similar to those of Earth.

Roles within Starfleet

Andorians have risen to several important positions in Starfleet. They can often be seen working at **Starfleet Headquarters** in



Blue rinse

Most Andorians have a bright blue skin pigmentation and shocking white hair, usually worn fairly long. All Andorians have distinctive blue antennae protruding from their skull.

Different races

Like many other species, Andorians appear to have racial variations. Some, such as the female seen here, have darker skin.



San Francisco on Earth, and send delegates to most Federation conferences. They often serve on Starfleet vessels; one of the science crewmen on the newly-refitted **U.S.S. Enterprise NCC-1701** in

2271 is Andorian, and the race also takes part in Federation research. An Andorian working at a library containing extensive scientific and cultural information from every UFP world, located on the **Memory Alpha** planetoid, is one of the unfortunate victims of the **Zetarian** attack on that facility in 2269.

Andorian fashion

Andorian dress is often elaborate. When not in standard Federation uniform, officials often wear outfits comprising chain-mail shirts covered by decorated cloth tunics, while civilians wear loose clothing in shades which echo their blue skin pigmentation. Andorian jewelry is large and heavy, including items of polished blue stone which can cover the whole chest. Such stones are also used to decorate items of clothing, and are sometimes worn in

OFEDERATION WORLD



Valued allies

Andorians are valued members of Starfleet, and many have reached high-ranking positions. Andorians are often seen at Starfleet HQ and they serve on many starships, including the refitted **U.S.S. Enterprise NCC-1701**.

Despite their self-professed violent tendencies, they have given loyal service to Starfleet for more than a century. Andorian civilians are welcome visitors to Starfleet and Federation facilities on Earth.

This Andorian, who has reached the Starfleet rank of Vice-Admiral, is on Diplomatic Service at Starfleet Headquarters during the 2280s.

Planet	Andoria
Class	M
Quadrant	Alpha
Also known as	Andorian homeworld

Federation Status

Full member

Life Forms

Humanoid, with blue skin pigmentation and antennae. Vegetation includes the Andorian tuber root.

Recreation

Andorian Blues

Important Features

The Andorians are a self-professed violent race, prepared to murder for passion or gain.

Starship Log

STAR TREK: The Original Series 'Journey to Babel', 'Whom Gods Destroy'; STAR TREK: THE MOTION PICTURE; STAR TREK IV: THE VOYAGE HOME; STAR TREK: THE NEXT GENERATION 'Captain's Holiday', 'The Offspring'.



The Guide to the STAR TREK Galaxy

FILE 7

CARD 5C



THE UNITED FEDERATION
OF PLANETS

THE ANDORIANS

THE UNITED FEDERATION
OF PLANETS

GALAXY FACTS

▶ Data's android 'daughter', Lal, considers an Andorian form when trying to decide on her external appearance. She eventually chooses the form of an Earth female instead.

▶ Marriages among Andorians usually involve a group of four participants.

▶ Not all Andorians are satisfied with their race's status quo. On Stardate 43152.4, Captain Jean-Luc Picard of the U.S.S. Enterprise NCC-1701-D mentions the existence of a group of renegade Andorians.

▶ **Andorian Ambassador Shras** is one of many representatives of Federation worlds who, in 2267, attend the Babel Conference to discuss the entry of the Coridan worlds to the UFP.



▶ **Mr. Spock of the U.S.S. ENTERPRISE** discusses the case of Thelev, an Andorian accused of attempted murder, with Ambassador Shras. Thelev is later discovered to be a surgically altered Orion.

the hair, especially by Andorian women. Many male Andorians often carry a **Flabjellah**, a beautifully decorated item which is both a musical instrument and a weapon. Music is an important part of Andorian society; **Andorian Blues** is a form of entertainment famous throughout the Galaxy, and is enjoyed by many races.

Sometimes unstable

Sadly, Andorians, like many other races, are susceptible to mental illness. An Andorian patient is one of the inmates of the Federation rehabilitation colony on **Elba II** involved in the uprising led by former Starfleet captain **Garth of Izar** in 2269.

▶ **A female civilian Andorian** visiting Starfleet HQ in 2271 wears an elaborate headpiece, made of semi-precious stone surrounded by brass. The color of the stone coordinates well with her skin, as do other ornamentalations on her clothes, not visible here.



▶ **An Andorian is among one of the 15 mental patients** being treated at **Elba II**, a Federation rehabilitation colony, during **Garth of Izar's** attempt to take over.

Despite their Federation status, the Andorians are a self-professed violent race, as Andorian **Ambassador Shras** admits to **Mr. Spock** while traveling to the **Babel Conference** on **Stardate 3842.3**, although they are not indiscriminate murderers. When one of

Shras's staff, **Thelev**, is accused of the attempted murder of **Captain Kirk**, Shras is more confused that Thelev appears to have no motive than that he has tried to committed murder at all. Passion and gain would be good reasons to kill, in Shras's opinion, but Thelev appears to be in a position to gain neither from his action.

Thelev is later discovered to be a surgically altered Orion rather than an Andorian, but the fact that his actions do not alert the other Andorians to his true identity suggests that this kind of behavior is not out of character for the race. This may account for his choice of disguise.

▶ **When the nearly-completed Federation library on the Memory Alpha planetoid is attacked by the Zetarians**, an Andorian and his **Tellerite** colleague are among the victims.

COORDINATION

Fashion

Andorian clothes often echo the colors and shades of the skin and hair. Particularly popular, especially during the 2270s, are large items of jewelry made of blue stone, often rimmed with copper-colored metal. Such items can be worn on clothing or in the hair by males or females.

▶ **This stylish Andorian male displays an impressive item of Andorian jewelry on his chest, and wears a Flabjellah – a combination musical instrument and weapon worn by many Andorians – on an elaborate, decorated belt at his thigh.**





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 4



THE
DOMINION

THE JEM'HADAR

The deadly Jem'Hadar, genetically engineered warriors developed by the Founders of the Dominion, are feared throughout the Gamma Quadrant. Now, with the discovery of the Bajoran wormhole, they have the opportunity to make new threats — this time to the Federation.

The Jem'Hadar are genetically engineered by the Founders, who control the Gamma Quadrant-based Dominion, to be an army of soldiers possessing absolute loyalty to their creators. Beyond this fact, very few specifics about Jem'Hadar history or culture are known to the Federation.

Perhaps unsurprisingly, the Jem'Hadar take pleasure in fighting others, and actually look forward to it. As a result, they are the most feared soldiers in the

Dominion, if not the entire Gamma Quadrant, and their reputation is spreading fast.

The Jem'Hadar religion relies on a belief that the Founders are Gods. As the Dominion are responsible for creating what the Jem'Hadar have become, this belief is easy to understand, though not to agree with.

Controlled existence

The Jem'Hadar have no other purpose in life than to serve their masters, but although they are obedient unto death, they appear to be aware that the

Loyal addicts

A tube entering the neck of every Jem'Hadar soldier administers the drug ketracel white, without which they soon begin to feel ill and will eventually die. Supplies of the drug are kept and administered by the Vorta.

Founders are not the type of god one would choose to serve.

Jem'Hadar appear to realize that they live the lives of slaves. They allow themselves to be dominated by the Vorta, the Founders' administrators, but are often openly rude or



contemptuous to them. Clearly, the Vorta do not enjoy the same sacred position as the Founders in these warriors' hearts.

Like the Founders, the

Vorta don't seem to value the lives of Jem'Hadar very much. A Vorta rule on this subject is quite clear: "If the death of one makes the rest stronger, then he dies."

In other words, if the Vorta are like a king's knight on the chessboard, the Jem'Hadar are more like pawns in the game, and are easily expendable.

Superiority complex

The Jem'Hadar believe that they are inferior to the Founders, but they also know, with equal certainty, that all other races are inferior to them. Loyalty to the Founders lies at the core of their being; the Jem'Hadar will not hesitate to kill anyone whom they consider to be an enemy.

Forced dependence

The Founders have made the Jem'Hadar physically dependent upon them by genetically engineering in them a need for a hycogemic enzyme, ketracel white. Without

ACCELERATED GROWTH

Short childhood

Jem'Hadar are born in birthing chambers and then grow at an incredibly fast metabolic rate: the cells in their bodies divert and multiply at a pace not normally observed in nature. Within hours of their birth they are able to speak, and within three days of their emergence, they are physically fully grown adults — ready and able to fight for the glory of the Dominion.



At birth, Jem'Hadar babies look as cute and innocent as the newborn offspring of any other race, but this state of affairs will soon change.

The child grows unnaturally fast and is soon an adolescent. By now, his warrior spirit has kicked in and he is ready to fight. Sadly, separating Jem'Hadar infants from the Dominion cannot cause a change in their violent nature.



Within hours of emerging from the birthing chamber, the Jem'Hadar baby has rapidly grown into a child. At this stage he is still fairly placid, and has learned to speak due to his highly advanced intellect. Ridges are beginning to appear on his face, but his overall appearance is still more or less human.



regular doses of this enzyme, Jem'Hadar feel sick and experience head and chest pains. They need a supply of three milligrams per minute to avoid discomfort.

The Jem'Hadar are a social race, and like to be around each other. They tend to live in groups, if possible in a number that is divisible by three; the number three appears to be highly significant to them.

Combat tasks are also almost always carried out in groups divisible by three. In these groups, the leader, who is responsible for the actions of his men, is referred to as 'The First.' There is also a Second and a Third.

Battle rituals

A ritual takes place between a Vorta and a Jem'Hadar leader in preparation for a battle. A typical exchange is:

Vorta: "First Omet'iklan, can you vouch for the loyalty of your men?"

Jem'Hadar: "We pledge our loyalty to the Founders from now until death."

Vorta: "Then receive this reward from the Founders."



THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 4

THE JEM'HADAR



THE
DOMINION



▶ **Goran'Agar leads a group of Jem'Hadar who enlist the help of Chief O'Brien and Dr. Bashir in their efforts to rid themselves of their addiction to ketracel white.**



▶ **On DEEP SPACE NINE, a tense Jem'Hadar soldier waits for his Vorta master to administer his dose of ketracel white. Without it, he will soon feel ill.**

May it keep you strong." He then administers ketracel white.

There is also a pre-battle ritual between the First and the rest of his group.

The First: "I am First Omet'iklan. And I am dead. As of this moment, we are all dead. We go into battle

to reclaim our lives. This we do gladly, for we are Jem'Hadar. Remember, victory is life."

Others: "Victory is life."

In spite of their suicidal approach to battle, the Jem'Hadar are not mindless drones. They are, in fact, very attentive and

highly intelligent. They pick up everything that is said around them, gaining new knowledge all the time. This urge for learning is programmed into their genetic makeup, as is their urge to fight. These are the twin pillars upon which their entire social life is based: to kill and to learn is all a Jem'Hadar lives for.

GALAXY FACTS

▶ **Jem'Hadar life expectancy is not high. Most die before they are 15, and anyone who reaches the age of 20 is considered an 'honored elder.'**

▶ **If a world refuses the Dominion's 'offer' to join them, Jem'Hadar soldiers are often sent in to ensure they change their minds.**

▶ **When the Jem'Hadar demand an end to all traffic through the Bajoran wormhole, they back up their threat by destroying Alpha Quadrant ships and massacring colonists on New Bajor.**



▶ **Jem'Hadar infants have a distinctly humanoid appearance. Their spiny skin develops later.**

TOUGH WARRIORS



▶ **Worf and Garak both come from races which understand the warrior spirit. Their knowledge is useful for dealing with individuals such as Amat'Igan, who is tasked with chasing rebel Jem'Hadar.**

▶ **Worf battles a Jem'Hadar soldier. The Jem'Hadar are so impressed with Worf's honor that, when the Klingon is defeated, his opponent refuses to kill him.**

▶ **Worf faces his opponent in the Jem'Hadar fighter ring. Guards at this Jem'Hadar penal colony practice their fighting skills and prowess by pitting themselves against the toughest inmates.**



▶ **The Jem'Hadar personal cloaking device allows soldiers to literally appear out of nowhere to attack their enemies.**



SHIP:

U.S.S. ENTERPRISE NCC-1701-D

SYSTEM:

IMPULSE ENGINES

LOCATION:

SAUCER SECTION DECKS 9/10
BATTLE HULL DECKS 22/23

Impulse power is the secondary power system on the *U.S.S. Enterprise NCC-1701-D*, used in situations where **warp power** would be unsuitable or impossible.

Impulse power uses only one millionth of the energy required by warp drives, but is built with a design that has altered little since 2169, and which requires 1.6 hours' maintenance to every one hour spent on the warp system. Other disadvantages include problems caused by the detectable exhaust trail left by impulse propulsion, as well as convoluted relativity and synchronicity problems. But none of this means that impulse power is more trouble than it's worth. The impulse power system is a necessity upon which the *Enterprise* relies heavily in three specific ways: for backup power, for maneuvering within confined spaces, and for powering the saucer section when the two sections of the ship are separated.

The four main impulse engines located on Deck 23 share, with warp power systems, the

responsibility of powering the ship's computers and internal systems. If warp power cannot be spared or goes offline, main impulse power can shoulder the entire job.

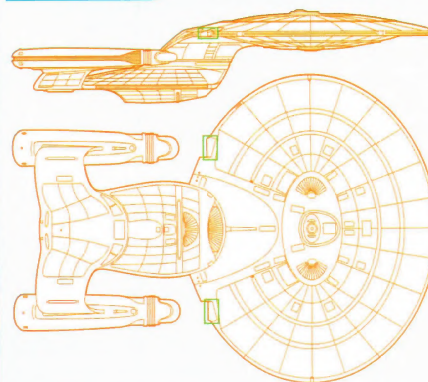
The load-sharing decisions and switch-offs are managed by the computerized **impulse power system command coordinator**. This coordinator is also linked with the **warp power coordinator** and the **reaction control system**. The latter also ensures that the right kind of power is delivered where it is needed.

Other uses and requirements

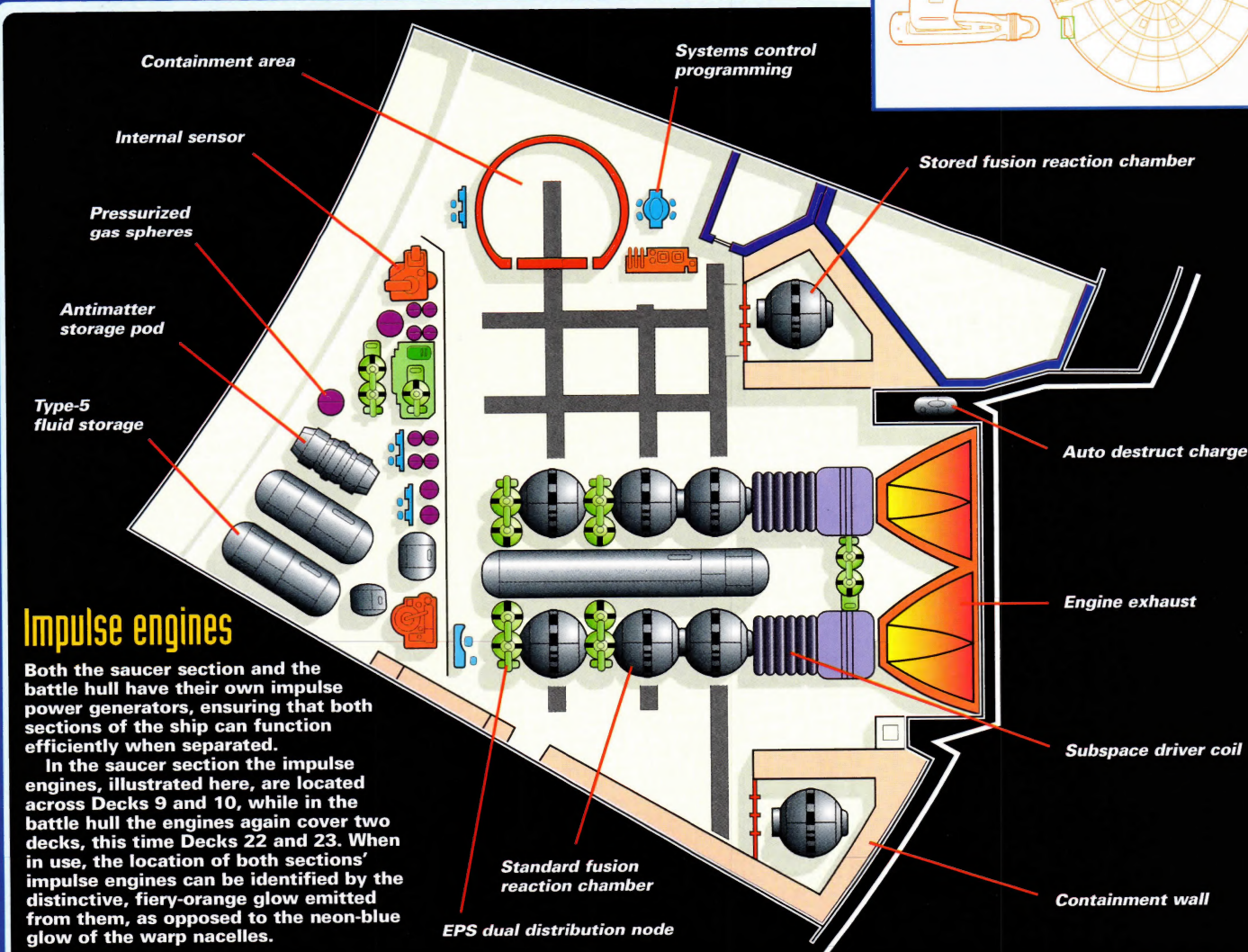
The second main **impulse engine** assignment is to provide the *Enterprise's* 'tugboats'. Much as ocean-going vessels can negotiate the seas but need tugboats in harbor, the *Enterprise's* warp drives are perfect for light year jaunts, but sublight impulse engines must maneuver the ship within smaller areas – within star systems, for example, or on approach to space stations.

Finally, two sets of two impulse engines are positioned on Deck 9, in the saucer section's rear port and starboard areas. They are installed to power both internal and propulsion systems on the saucer section if separation takes place.

Each impulse engine consists of four components: the **impulse reaction chamber**, the accelerator/generator, the driver coil assembly, and the **vectored exhaust director**.

Decks:
9/10Location:
**SAUCER SECTION
IMPULSE ENGINES**

SAUCER SECTION: PORT IMPULSE ENGINE





Chief Engineer Geordi La Forge is the Starfleet officer responsible for ensuring that the impulse power generators on both sections of the U.S.S. *ENTERPRISE* run smoothly. Despite his numerous other duties, Geordi always sees that they do.

A single impulse engine on the *Enterprise* uses three spherical impulse reaction chambers strung together like beads, and has an additional four backup chambers. The impulse reaction chamber is built to withstand the proton-antiproton fusion reaction, fueled by deuterium, that generates high-energy plasma.

Cryogenic deuterium is stored in primary and auxiliary fuel tanks in both the saucer and engineering sections of the *Enterprise*.

Once the reaction (or explosion) has occurred in the reaction chambers, the destination for the resulting high-energy plasma depends on whether the energy generated is needed to move or to power the ship.

Impulse propulsion

If the goal is to generate propulsion, then the plasma is sent to the accelerator/generator, which further excites the high-energy plasma. Next, the plasma is pushed through the space-time driver coils which reduces the *Enterprise*'s internal mass, making it possible for space-time to slide past the ship a little more easily.

Finally, the reaction by-products vent through the vectored exhaust directors to produce propulsion – along the same principles used to propel the old chemically-fueled rocket ships.

If ship systems need power rather than thrust, then the high-energy plasma coming through the impulse reaction chamber is sent through an inactive accelerator/generator and diverted to the **Electro Plasma System**, which disburses the energy as needed.

It is also possible to use impulse energy simultaneously for both propulsion and internal power by keeping the accelerator/generator active and bleeding off some of the excited, high-energy plasma for distribution via the **magnetohydrodynamic (MHD)** power system.

Maintenance and repair

The reaction chamber must be replaced every 10,000 hours. The accelerator/generator and drive coil assemblies are swapped out every 6,250 hours. Most of these components require spacedocking for replacement.

Using both main and saucer impulse engines in tandem, speeds of 0.75c (three-quarters light-speed) can be reached using impulse power alone. However, due to relativity problems, impulse speeds are generally kept to 0.25c.

Though clocks on the *Enterprise* continually update themselves to remain in sync with official **Starfleet time**, traveling long distances or at accelerated speeds via impulse power plays havoc with such systems. Without the warp field, many more years pass on Earth than on the *Enterprise*. The computers monitor impulse travel to stay within acceptable levels.

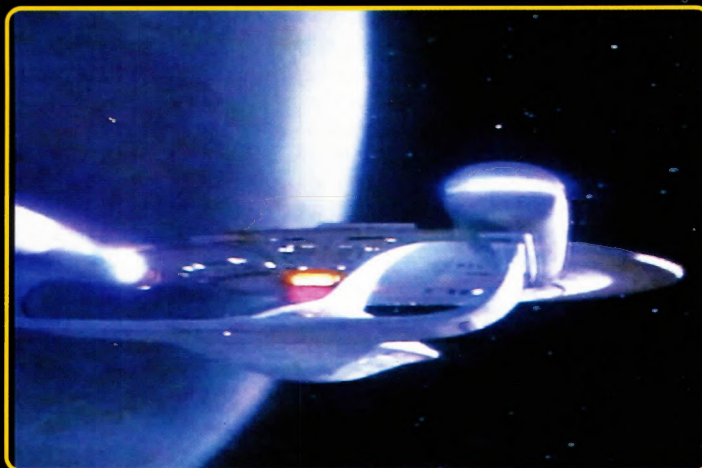
MANEUVERS AT IMPULSE SPEED

Take it steady

Galaxy-class starships such as the U.S.S. *Enterprise* NCC-1701-D, and indeed all Federation starships, have to carry out a number of maneuvers at impulse speed when such maneuvers are either impossible at warp speed or, if not impossible, highly dangerous. Docking into a space station or a larger vessel can be difficult at the best of times, so taking things slowly gives navigators more time to identify and react to potential problems, as well as ensuring greater accuracy and less risk of damage to the vessel.

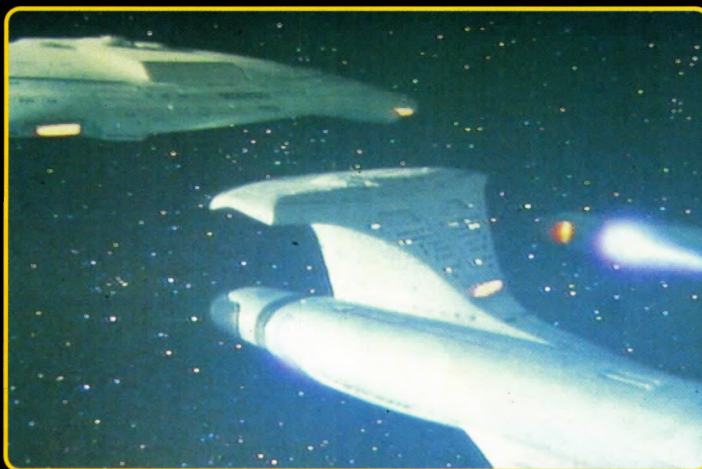
Flying inside a solar system or close to a starbase

Inside solar systems, starships almost always travel at impulse speed. Planets may be enormous, but swerving around them at high warp speed is not as easy as you might think, and clearing the way of large celestial bodies is beyond the scope of deflector dishes. Here, the impulse engine can be identified by its bright orange glow.



Separating the saucer section from the battle hull

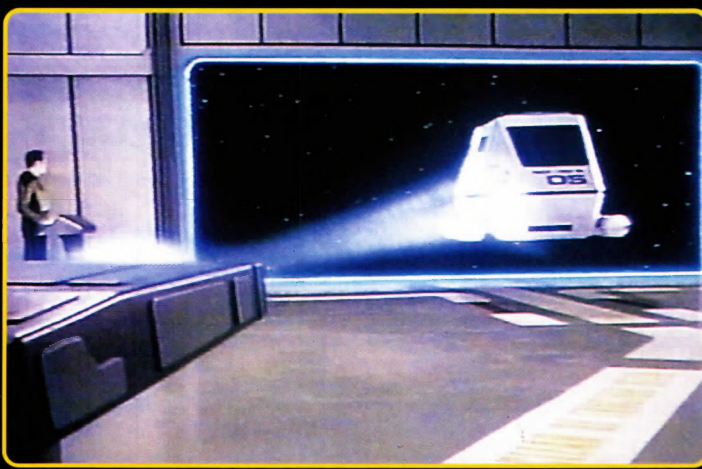
All delicate maneuvers such as separating the saucer section from the engineering hull, and reattaching the two sections later, are also carried out at impulse speeds. When the sections are separated, each is powered by its own impulse engines. The engines can be seen here glowing bright orange on the aft of both sections.



Docking into a spacedock or larger vessel

All docking procedures are carried out at impulse speeds, whether docking a small shuttlecraft into a larger vessel or docking a starship into a starbase.

Docking can be carried out manually, but the final stages are generally carried out by tractor beams, which gently guide the approaching craft into the dock.



The Doomsday Machine

A deadly, mysterious machine is destroying everything in its path, from entire systems to Federation starships, and it's up to the crew of the *U.S.S. Enterprise* to stop it.

SEE OTHER FILES...

U.S.S. ENTERPRISE
NCC-1701.....File 20
OTHER FEDERATION
STARSHIPS.....File 31
STARFLEET PERSONNEL...File 43
STAR TREK
The Original Series.....File 68

On Stardate 4202.9 the *Starship Enterprise* discovers that the planets in every system in a particular sector of the Galaxy, including systems L-370 and L-374, have been completely destroyed by an unknown agency.

The Federation starship *U.S.S.*

Constellation NCC-1017 is found adrift and badly damaged, and its commander, **Commodore Matthew Decker**, is nearly psychotic with remorse and the desire for revenge.

The planetary systems and the starship have run afoul of an object variously known as a 'Planet Killer' and a 'Doomsday Machine'. When the mechanism disables his ship, Decker hopes to save his crew by beaming them down to the third planet of the L-374 system. At the time, Decker does not know what he is dealing with, nor even whether the object is a ship or a living being. His plan seems to work ... until the *Doomsday Machine* destroys the planet and everyone on it.

The crew of the *Enterprise* project the object's course backward, and find it to be a spacefaring vessel, built by aliens from

somewhere outside our Galaxy. **Captain James T. Kirk** of the *Enterprise* speculates that it was built as a bluff, like the 20th century hydrogen bomb: a weapon so deadly it was never meant to be used, as it would certainly destroy both sides in any conflict.

Weapon of mass destruction

Commodore Decker likens the *Doomsday Machine* to the Devil. However, in fact it is not a living being but a mechanical weapon of immense size and power. Kilometers long and easily capable of swallowing a dozen starships at a time, it is designed to slice up planets with a pure antiproton beam, then use the planetary rubble as fuel for its total conversion drive. It can continue its rampage for as long as there are planetary bodies to feed it.

Physically, the *Doomsday Machine* has been described as a "windsock dipped in cement." Its hull (which looks like rugged bluish rock) appears to consist mainly of **neutronium**. Phaser fire from a *Constitution*-class starship, such as the *Enterprise* or the *Constellation*, just bounces off it, and sensors are unable to read through it.



▲ The U.S.S. ENTERPRISE approaches the deadly DOOMSDAY MACHINE. This lethal weapon has already destroyed entire sectors of the Galaxy and disabled at least one other Federation starship.

STARBOARD VIEW

The DOOMSDAY MACHINE's hull is constructed from solid neutronium.

The aft end of the DOOMSDAY MACHINE is a narrow, tapering 'tail'.

The U.S.S. ENTERPRISE's weapons have little effect on the hull, and fail to penetrate it.

The DOOMSDAY MACHINE is much larger than a CONSTITUTION-class starship.

FORE VIEW

The inside of the DOOMSDAY MACHINE appears to be hollow.

The neutronium hull opens to a mouth-like aperture at the fore end.

The DOOMSDAY MACHINE is destroyed when Captain Kirk sets the crippled U.S.S. CONSTELLATION to self-destruct inside the giant weapon.

THE DOOMSDAY MACHINE

First Recorded: 2267
Also known as: *The Planet Killer*
Crew: None
Warp Drive: Impulse speeds only
Features: Solid neutronium hull
Firepower: Wide antiproton beam
Length: Several kilometers

The Doomsday Machine

Inside the object burns a radial energy nexus that can fire a solid orange cone of energy. The energy nexus also generates massive subspace interference that makes close-range communications difficult and long-range communications impossible. In some unknown way, the object is also able to deactivate the antimatter in a starship's **warp drive pods**.

Characteristic activities

The machine apparently has sensors of some sort, as it is able to track and pursue the *Enterprise*, though it is less maneuverable than the starship. The tractor beam it uses to pull in fuel can even cope with something as large as a *Constitution*-class starship.

However, the *Doomsday Machine* is programmed to ignore anything as small as a ship beyond a certain radius. This radius is a defensive sphere: any energy source inside the field is subject to attack.

At first, getting close enough to the object to deactivate it seems impossible because the power output from the *Enterprise*'s warp nacelles seem to be attracting it. The ship would surely be destroyed before it could get close enough to do any significant damage and, as **First Officer Spock** points out, "The nature of the machine precludes easy access to control systems."

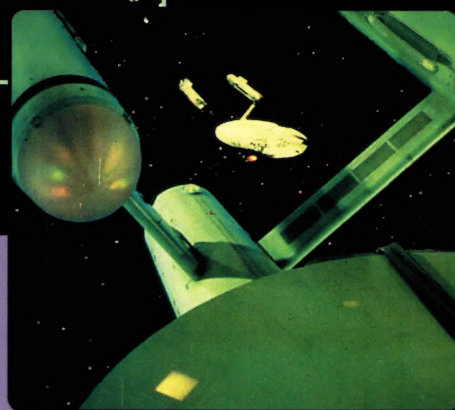
Forcing the *Doomsday Machine* to swallow a shuttlecraft causes only a minute drop in power emanations – negligible in terms of destroying the thing. However, the overload of a starship's impulse engines will yield a fusion explosion of 97.835 megatons, turning the starship into what is essentially a hydrogen bomb. This output is not large enough to destroy the object from outside its tough neutronium hull, but if such an explosion is sent down its 'throat', the object can be destroyed

PAST AND PRESENT VICTIMS



▶ The U.S.S. **CONSTELLATION** is dragged into the **DOOMSDAY MACHINE**'s maw. Although the 'PLANET KILLER' is mechanical, it appears to be able to sense the ships around it, suggesting a rudimentary artificial intelligence, perhaps similar to that of the Cardassian **DREADNOUGHT MISSILE** of the 24th century.

▶ The crippled U.S.S. **CONSTELLATION** drifts in space. Her crew try to escape by beaming down off the ship to a nearby planet, but lose their lives when that world also falls victim to this instrument of destruction.

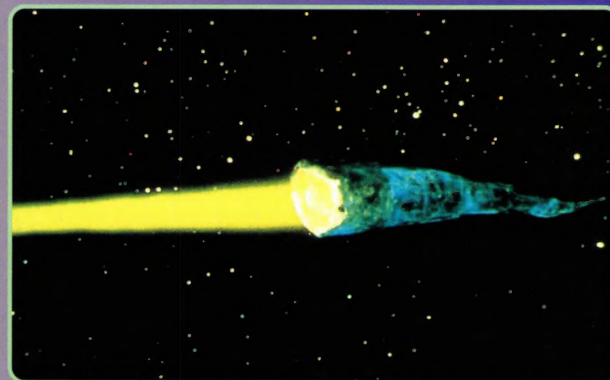


from the inside. Kirk is able to maneuver the crippled, empty *Constellation* into a position from which it can be used to destroy the *Doomsday Machine* in this way.

Doomsday averted

The explosion causes the object to 'vomit up' orange debris and an answering explosion. Seconds later it is a dead hulk, with all power emanations registering at zero.

Although Spock suggests that other *Doomsday Machines* may be roaming interstellar space, none have been detected so far. Who constructed the *Doomsday Machine*, and for what purpose, remains a mystery.



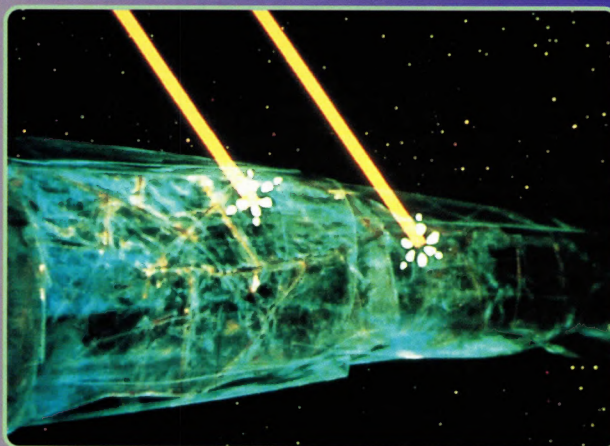
▶ The deadly machine fires an orange beam as wide as its entire circumference. Although it seems likely that the **DOOMSDAY MACHINE** was built as a weapon, Captain Kirk finds it difficult to believe that it was ever intended to be used.

DESPERATE ATTEMPTS

▶ On the bridge of the U.S.S. **ENTERPRISE**, the crew look on in horror at this enormous, lethal weapon. Nothing like it has ever before been encountered by the Federation. Despite Spock's speculations, the **DOOMSDAY MACHINE** seems to have been the only one of its kind.



▶ **Commodore Decker** takes command of the U.S.S. **ENTERPRISE** crewmen Spock and Sulu in his quest for revenge. The **DOOMSDAY MACHINE** has crippled his ship and wiped out his entire crew. He is determined to make sure its reign of destruction comes to an end.



▶ The U.S.S. **ENTERPRISE** fires on the **DOOMSDAY MACHINE**, but even twin phaser beams cannot penetrate the solid neutronium hull. The crew will have to find another way to neutralize this threat.



FILE 48 KLINGON PERSONNEL

Kang's Blood Oath

Kang is a brave and determined Klingon, but his relentless pursuit of the man who killed his son leaves him facing the most terrible Klingon stigma — death from old age rather than in battle — until he makes a deal with **The Albino**, his most hated enemy.

Kang is a paragon of traditional Klingon virtues, a continuous surprise to those who presume bloodlust is all that drives a Klingon heart.

Details of Kang's early life are not kept in Federation records. He first comes to **Starfleet's** attention in 2268, when he and **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701** are drawn to planet **Beta XII-A** by distress signals.

When the two crews arrive, they discover that the distress signals have

been fabricated by a non-corporeal life form that lives by absorbing strong negative emotions. To provide itself with energy, the entity traps several of Kang's Klingons and an equal number of Kirk's crew members aboard the **U.S.S. Enterprise**, supplying each side with swords, providing them with motivations to attack each other, and then feeding on the ensuing anger.

Reasoned response

Kang is able to put aside his animosity and his sword when he realizes that he and the humans have been fighting for the benefit of the life form. He and Kirk then act toward each other with goodwill, which defeats the entity.

While aboard the **Enterprise**, however, Kang

★ Hostile feelings

The youthful Kang doesn't trust Captain Kirk, but he is nonetheless curious as to what exactly is causing the events on the U.S.S. ENTERPRISE.



★ Fighting family

Kang's wife, Mara, is the Science Officer on the ship he commands. The couple are two of 40 Klingons who come aboard the U.S.S. ENTERPRISE in 2268 during the Beta XII-A entity incident. Klingon women can be just as fearsome warriors as their menfolk.



PROFILE ON KANG

NAME: Kang

LIFE FORM: Klingon male

FAMILY: Wife, Mara; at least one son.

KNOWN ASSOCIATES: Hor, Holoth, Curzon Dax.

YEAR: 2268: Encounters Captain Kirk aboard the **U.S.S. Enterprise NCC-1701**.

YEAR: 2293: Encounters Captain Sulu of the **U.S.S. Excelsior**.

YEAR: 2370: Enlists the help of Jadzia Dax to hunt down his son's murderer.

RECORDED: 'Day of the Dove' [TOS]; 'Blood Oath' [DS9]; 'Flashback' [VOY]



▲ *During more than a century of contact with the Federation, Kang builds up a reputation as a fearsome but honorable warrior. He spends more than 80 years seeking revenge for the death of his son.*



★ Reluctant allies

For a Klingon, Kang is extremely reasonable. When he and Captain Kirk realize they have been duped by the Beta XII-A entity, they work together to defeat it.

also fuels the stereotypical Klingon image by engaging in torture, casually chalking up a threat to **Mara**, his Science Officer and wife, and making plans to stuff and mount Kirk's head.

More than 20 years later on the **Korvat Colony**, while the Federation and Klingon Empire are still living under a forced peace, Kang meets **Curzon Dax**

across a negotiating table. The two begin a long and close friendship that includes Kang naming his firstborn son after Dax and making Curzon the child's godfather.

Cursed by the Albino

The following year, Kang is again in command of a starship. He and two of his colleagues, **Kor** and **Koloth**, rout a band of criminals who attack Klingon colonies. Their leader, known as the **Albino**, avoids capture and exacts a cowardly vengeance by killing the three Klingon captains' children with a genetic virus.

The Klingons and Curzon Dax respond by taking the sacred **Blood Oath of Vengeance** to "... cut out the Albino's heart and eat it as he watches with his dying breath." With the help of traders, the Albino goes into hiding.

OTHER CARDS IN THIS FILE...

8 KOLOTH

9 KOR

SEE OTHER FILES...

STAR TREK

The Original Series..... File 68

STAR TREK:

DEEP SPACE NINE..... File 70



Kang's Blood Oath

A year or so later, and only a few days after the **Praxis** disaster, Kang once again encounters a Federation ship: specifically, the **U.S.S. Excelsior NCC-2000**, captained by former **U.S.S. Enterprise** crewman **Hikaru Sulu**. The **Excelsior** is only five hours away from Klingon space.

Kang places his cloaked ship within a gaseous anomaly and, when the **Excelsior** approaches, he decloaks and fires concussive charges across the Federation ship's bow. Kang raises Sulu and, after congratulating him on his command, insists on escorting the **Excelsior** away from Klingon territory. Kang loses control of the situation, though, when Sulu ignites the **sirillium** gas within the deep blue nebula and disables the Klingon's sensors.

Chasing the enemy

As the years pass, Kang never forgets his Blood Oath. On one occasion he tracks the Albino to **Galdonterre**, but a sub-space message to Curzon Dax alerting him of the news gets back to the Albino, who disappears before Kang and the others can make their move.

Kang later helps one of the Albino's former wives on **Dayos IV**, but she doesn't reveal her ex-husband's location. However, after her death seven years later in 2370, Kang receives her amulet and the location of the Albino's sanctuary for almost a quarter of a

century – **Secaurus IV**.

Kang travels to Secaurus to confirm this information, but the Albino knows of his presence and offers the aging warrior a deal. If Kang and the others are to attack, his finest soldiers will respond, giving them a fair fight and a chance to die well, thus gaining admittance to **Sto-Vo-Kor**, the Klingon Valhalla. Desperate to avoid the dishonor and terrible stigma of dying from old age rather

than in battle, Kang accepts.

Before Kang's death, a poem entitled 'The Fall of Kang' by **G'Trok** contains the line: "So honor the valiant who die 'neath your sword/But pity the warrior who slays all his foes."

Kang's victory against the Albino gives him a warrior's death, upholding his honor. Afterward, on the Klingon homeland, a good place for hunting **saber bear** is named **Kang Summit**.

★ Trouble in triplicate

Bat'leth at the ready, **Kor**, **Koloth**, and **Kang** prepare themselves for their final battle outside the Albino's lair on **Secaurus IV**.



"Klingons kill for their own purposes."

— Kang to Captain Kirk



★ Old friends

At first, **Kang** and the other Klingons are dubious of trusting **Jadzia**, **Dax's** new host, but gradually she wins them over and convinces them that she has every right to be part of their quest.

HONOR RESTORED



A warrior's death

When **Kang** and his friends finally catch up with the Albino, the man who murdered their children, there is more than just revenge at stake: this may be the last chance they have to die in battle, thus avoiding the terrible stigma (for a Klingon) of dying from old age.

The three Klingons are joined by **Jadzia Dax** (**Curzon's** successor), who guesses **Kang's** suicide agenda and helps formulate a vigorous surprise invasion on the Albino's compound –

where they learn the criminal intends to dishonor the Klingons by ending their lives with land mines.

Kang, though mortally wounded during the assault, delivers the killing blow to the Albino, gaining his revenge. With his Blood Oath fulfilled, he can rest in peace.

★ Last breath

Mortally wounded by **Kang's** blow, the Albino collapses and dies. **Kang's** son is finally avenged.



★ Still a fighter

Even after 80 years of chasing his enemy across the Galaxy, **Kang** is still a match for anyone in hand-to-hand combat.

★ Ritual weapon

During the attack, **Kang** uses a Klingon **bat'leth** to defend himself against the Albino's dagger-wielding Markalian aide.





Scotty's Love of the U.S.S. ENTERPRISE

The *U.S.S. Enterprise NCC-1701* is probably the most famous ship in *Starfleet* history, and will always have a special place in the heart of **Montgomery Scott**, the Chief Engineer who kept her running smoothly for 20 years.

Montgomery **Scott** is best known as the Chief Engineer on the original, *Constitution*-class *U.S.S.*

Enterprise NCC-1701. He serves on the ship for 20 years under the command of **James T. Kirk**, a period which includes the supervision of an extensive refit during 2270 and 2271. Except under the most formal conditions, he is known to all by the nickname '**Scotty**'.

Scotty never wants to be anything but an engineer. During a long and distinguished career, he serves on 11 ships including freighters, cruisers, and two incarnations of the *Enterprise*. But at the end of his legendary career the first, original *U.S.S. Enterprise* is the only ship he misses; he even equates working on the *Enterprise* with the romance of first love.

More than a job

Scotty would rather read technical journals than go on shore leave, and often refuses to take a break until ordered to do so. He can keep his temper through insults to his captain, but is quickly angered by slurs against his ship. When a **Klingon** on *Deep Space Station K-7* suggests the *Enterprise* should be hauled away as garbage, Scott starts a brawl.

Following the fight, he is restricted to quarters, a

circumstance which pleases him as it allows him to catch up on his technical manuals.

Loyal devotion

Problems with the ship seem to affect Scotty personally, while nothing pleases him more than when she is running at peak performance. On the first *Enterprise*, he claims that he can tell how fast the ship is traveling by the feel of the deck plates.

PROFILE ON MR. SCOTT

NAME: Montgomery Scott

OCCUPATION: Engineer

DATE: Pre-2265

POSTING: Engineering adviser on freighter runs to mining operations in the Denevan system

DATE: 2265-2285

POSTING: Chief Engineer aboard the *U.S.S. Enterprise NCC-1701*

DATE: 2286-2293

POSTING: Chief Engineer aboard the *U.S.S. Enterprise NCC-1701-A*



▲ During a career which spans 52 years, working on 11 ships, Mr. Scott is often called on to perform unorthodox feats of engineering – such as jury-rigging a stolen Romulan cloaking device.

MIRACLE WORKER



◀ Averting danger

In 2268, Dr. Richard Daystrom's experimental M-5 computer is tested aboard the *U.S.S. ENTERPRISE*. When the computer malfunctions and fires on two other Federation ships, it is left to Scotty to bypass the errant M-5 and save the day.

◀ Lifesaver

Scotty is one of the team sent to help revive the crew of Khan Noonien Singh's 'sleeper' ship which has been drifting in space for 300 years.



▲ Sabotage spotted

Scotty inspects a sabotaged dilithium crystal converter assembly during the *ENTERPRISE*'s mission to transport Elaan, Dohlman of the planet Elas, to an arranged marriage on the planet Troyius in 2268.

◀ No risk too great

Scotty's work often places him in great personal danger, close to electrical activity and odd power surges, but he braves them all for the sake of his beloved ship.



Scotty's Love of the U.S.S. ENTERPRISE



▶ In 2287, Mr. Scott has the chance to get to know a new ship, the U.S.S. ENTERPRISE NCC-1701-A. Scotty almost immediately has his expertise put to the test when the ship is pushed into premature service to intervene in a hostage situation on Nimbus III.

Scotty's professionalism ensures that he soon comes to know any ship he serves on like the back of his hand.

Nothing compares

In 2270, Scott supervises the refit of his beloved old ship. In 2285 he reluctantly transfers to the new, state-of-the-art U.S.S. *Excelsior* as Captain of Engineering, but for all its advanced technology the *Excelsior* is not the ship he loves: when a turbolift politely asks him what deck he wants, he tells it angrily, "Up your shaft."

Scotty is devastated that the *Enterprise* is to be decommissioned, and even sabotages the *Excelsior* in order to return to the *Enterprise* during the crew's search for Spock's body.

When his beloved ship is destroyed above the **Genesis Planet** in 2285, it is perhaps Scott's apparent silence on the matter which says the most.

At the end of his 52-year career, Scott is traveling aboard the U.S.S. *Jenolen* when it is disabled by an alien **Dyson Sphere**. In an inspired act, he manages to lock a *Jenolen* transporter into diagnostic mode. This allows him to survive for 75 years inside the transporter's pattern buffer with only .003 percent degradation in his pattern. He is rescued, by an amazing coincidence, by the U.S.S. *Enterprise NCC-1701-D*.

He is a little overwhelmed by the size and sophistication of this new *Enterprise*, and, for him, being shown around Main Engineering by Chief Engineer **Geordi La Forge** is

"You never love a woman like that again."

— Scotty on his first true love, the U.S.S. *Enterprise NCC-1701*



▶ By 2271, Scotty is a highly respected Starfleet veteran, and the engineering miracles he has performed are legendary. Here, he explains readouts on a display panel to his colleagues as Admiral James T. Kirk looks on.

▶ Scotty finds himself in danger once again in 2287. He dons a radiation suit to protect himself from hostile conditions, but is still ready to perform engineering miracles. His crewmates and their mission come before his own personal safety.



like visiting a church. But he soon realizes that he is a man out of time, unfamiliar with the new-fangled technology that has been developed during his ordeal.

When he is introduced to the holodeck and discovers its ability to

recreate any environment the user desires, it is the bridge of the original *Enterprise* that Scotty chooses to see again, finding pleasure even in a reconstruction. For him, no other starship will ever compare.

NOT QUITE THE SAME

Still tinkering

In 2294, Captain Montgomery Scott retires and sets off for a quiet life in the Norpin Colony retirement community. Unfortunately, his journey is interrupted when his ship, the U.S.S. *Jenolen*, crashes into the side of a **Dyson Sphere**. Scotty's quick thinking saves his life, but by the time he is rescued – three-quarters of a century later – starships are not what he remembers.

Aboard the U.S.S. *Enterprise NCC-1701-D*, Scotty finds himself as much a hindrance as a help to Chief Engineer Geordi La Forge. But in the end Scotty is a master engineer in any century, and it is his understanding of the *Jenolen's* workings which save the *Enterprise*.



▶ Engines have changed since Scotty's day. Although Geordi would love to explain everything to him, the new U.S.S. ENTERPRISE's Chief Engineer doesn't really have the time.



▶ Technology has advanced at an impressive pace over the past few decades, but with Scotty's natural affinity for engineering and his ability to learn quickly, the new systems aren't completely above his head.



▶ Chief Engineers from different generations come together on the U.S.S. ENTERPRISE NCC-1701-D in 2369. Mr. Scott's adventures live on long after his apparent disappearance.

▶ In the end, it is Scotty's intricate knowledge of his ship that saves the day once again, allowing the ENTERPRISE to escape from the DYSON SPHERE safely.



Starfleet Uniform Insignia: Pre-2268

During the mid-23rd century, one look at a **Starfleet** officer's uniform can immediately identify the rank, area of expertise, and the starship on which the officer serves — all from a series of simple insignia.

Until 2277, the distinctive arrowhead-shaped symbol now used for the communicator badges on all **Starfleet** uniforms is unique to the **U.S.S. Enterprise NCC-1701**.

The three main versions of this symbol, worn by crew members on the left side of the chest on all duty uniforms, differentiate command personnel, science specialists, and engineering staff. In addition, one featuring a red cross is occasionally worn by **Nurse Christine Chapel**.

All of these insignia have a gold background,

with a black outline of the entire emblem. The division symbol is also rendered in black outline, and each duty division is further differentiated by shirt color.

Different symbols for different ships

Other **Federation** starships have their own distinctive insignia, such as that of the **U.S.S. Exeter**, which comprises a golden, elongated rectangle featuring a repeating background design in black. The division symbol and shirt color designation, on the other hand, remain the same from ship to ship.

Some early landing party uniforms also feature the **United Earth** emblem, featuring a representation of the planet Earth with its Northern and Southern American continents facing outward. The Earth is criss-crossed by longitudinal and latitudinal lines and cradled within two olive branches extending up either side. The name of the appropriate ship is featured below this design.

A variation of this emblem, depicting the olive branches surrounding a stylized tool, continues to be worn by medical staff and technicians as late as 2264.

COMMAND

The command insignia, common to all **Starfleet** spacecraft of the 2260s, is an elongated star inside the ship's general badge, worn on a mustard-colored shirt.



Captain James T. Kirk wears the command badge of the **U.S.S. ENTERPRISE** on a mustard shirt.



SCIENCE

The symbol indicating science and medical staff is a stylized planet symbol, comprising two circles. It is worn on a blue shirt.



Science specialists such as Spock share their symbol and shirt color with medical personnel.



ENGINEERING

A highly stylized symbol depicting a curved tool is used to indicate engineering staff. **Starfleet** engineers wear this badge on a red shirt.



Engineering staff are identified by a badge containing a spiral symbol, worn on a red shirt.



NURSING

Nursing staff often wear the general symbol for medical and science staff, but occasionally this is replaced by this red symbol. Again, this is worn on a blue shirt.



The insignia often worn by **Starfleet** nurses is derived from the Red Cross, a 400-year-old medical symbol.



Starfleet Uniform Insignia: Pre-2268

JUMPSUITS: 2254

The United Earth emblem, featuring a representation of Earth cradled by olive branches with its Northern and Southern American continents facing forward, is still used on Starfleet jumpsuits as late as 2254.



U.S.S. ENTERPRISE

The United Earth insignia is shown here on the jumpsuit of Dr. Philip Boyce, but also appears on the gray jackets worn by landing party members. The name of the ship appears beneath the symbol.

MEDICAL & TECHNICAL: 2264

Until 2264, medical and engineering technicians often wear this symbol, depicting a stylized tool, on the coverall style version of their uniforms.



U.S.S. ENTERPRISE

Technicians' overalls continue to display this stylized tool symbol with the name of their ship underneath. The more familiar insignia badges appear on tunic tops and dresses only.

U.S.S. ANTARES

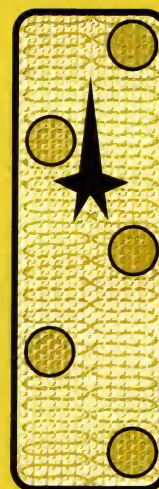
The badge worn by the crew of the **U.S.S. Antares** closely resembles that of the **U.S.S. Enterprise**. The basic triangular design is the same, but the badge also has a protrusion on each side, creating a star shape.



Crew members from the **U.S.S. ANTARES** beam aboard the **U.S.S. ENTERPRISE** with the rescued Earth youth, Charles Evans. While aboard, the two crews can be differentiated by their shirt insignia.

U.S.S. EXETER

This insignia, comprising a golden elongated rectangle featuring a design of five circles, is worn by the crew of the Federation starship the **U.S.S. Exeter** and their commander, Captain Ronald Tracy.



Captain Tracy wears the command version of the **U.S.S. EXETER's** insignia badge on a mustard shirt.

U.S.S. CONSTELLATION

This abstract, twisting design is worn by crew members of the **U.S.S. Constellation**. The example shown here is the command version, as worn by **Commodore Matt Decker**.



Commodore Matt Decker of the ill-fated **U.S.S. CONSTITUTION** wears the command version of the ship's insignia badge.

STARFLEET COMMAND

High-ranking members of **Starfleet Command**, such as **Arel Shaw**, an attorney with the Judge Advocate's office, wear this highly stylized starburst symbol.



The **Starfleet Command** starburst is worn by all top officers, and is not specific to any ship. Unlike ship insignia, it is also displayed on dress uniforms.



FILE 70 STAR TREK: DEEP SPACE NINE

'Babel'

After working around the clock to fix *Deep Space Nine's* seemingly endless problems, an exhausted Chief Miles O'Brien finally gets a chance to repair some of the replicators... but his efforts release a deadly virus onto the station.

STATION LOG

STARDATE: 46423.7

"Nearly 60 percent of DS9's population has now contracted the aphasia virus. We have initiated standard quarantine procedure and are advising all incoming ships to maintain their distance from the station until further notice."

In Ops, Chief Miles O'Brien suddenly starts to talk gibberish. Worried, he visits Dr. Bashir, who tells him he has aphasia. But the doctor can't find any physical cause, and is amazed when Jadzia Dax develops the same problem.

Bashir discovers that the aphasia is being caused by a virus, and when the condition spreads throughout *Deep Space Nine*, Sisko decides to quarantine the station. Retracing Chief O'Brien's footsteps, Major Kira finds a device hidden in one of the replicators. Dr. Bashir analyzes it and realizes that the virus is part of a Bajoran plot: the disease was intended to affect the Cardassians. Their only chance is to find whoever planted the device 18 years ago.

Drastic measures

As Kira tries to find Dekon Elig, the man behind the virus, O'Brien's condition worsens and Bashir realizes that if they can't find an antidote he will die within 12 hours. The situation looks grim. Dekon is dead and Bashir, also infected with the virus, soon has to abandon his work.

Kira finally manages to find Dekon's assistant, Surmak Ren. He refuses to talk to her, so she takes a *Runabout* and kidnaps him. Meanwhile, Quark and Odo – the only people who are still unaffected by the virus – are forced to deal with a panicked freighter captain who is trying to take his ship away from the station. The captain has engaged his engines while still docked, buckling the docking clamps. His ship is now in danger of a core breach that will destroy half the station.

On the *Runabout*, Surmak tells Kira that he doesn't have an antidote, but when she reminds him that he is now infected too, he decides to help. Surmak arrives in time to use Bashir's notes to develop an antidote and, with Quark's help, Odo manages to blow the docking clamps manually, throwing the freighter away from the station, where it explodes harmlessly. Both crises are over.

STARSHIP FACTS

A At first, the aphasia virus is spread through food, but it soon becomes airborne and therefore even more contagious.

ON SCREEN...



1 Chief O'Brien takes a look at the food replicators – yet more machines in the never-ending list of DEEP SPACE NINE systems requiring his attention.



2 Rather than wait for O'Brien to repair the replicator in his bar, Quark uses computer chips to bypass his own faulty machine and tap into the station's main replicators instead.



3 Dr. Bashir is concerned that people are going down with what appears to be an aphasia virus. Sisko makes the decision to quarantine the station.



4 Unless Dekon Elig – the Bajoran geneticist who planted the virus – can be traced, the victims will die. Major Kira manages to track down Dekon's assistant, Surmak Ren.



5 Initially, Surmak Ren refuses to help, but he soon changes his mind when he is kidnapped by Kira. Now infected himself, he has no choice but to help develop the antidote.



6 A ship that is trying to escape now has an imminent core breach. But Odo manages to blow the docking clamps and push it into space, where it explodes harmlessly.



'Captive Pursuit'

Deep Space Nine has its first visitor from the Gamma Quadrant. The mysterious **Tosk** is clearly on the run and **Chief O'Brien** is soon involved in a deadly game, pitting himself against the participants in a 'sport' most cultures would find abhorrent.

'CAPTIVE PURSUIT'

"Commander, the sensors are picking up elevated neutrino levels ... something's coming through the wormhole."
— Kira to Sisko

A strange ship comes through the wormhole. It is obvious that the vessel is in trouble, and **Chief O'Brien** offers to beam the sole crewman aboard the station, but he is unwilling to leave his ship. O'Brien manages to tractor the ship to safety, and **Sisko** sends him to meet their visitor.

When O'Brien arrives on the ship there is no sign of the pilot, but after he explains that he wants to help, the alien, **Tosk**, appears from nowhere. The nervous Tosk wants to repair his ship and leave as soon as possible, but O'Brien needs to sleep and takes Tosk to some quarters on the station.

O'Brien has his doubts about the alien, who refuses to discuss his situation, but is convinced that their visitor means no harm. However, **Odo** catches Tosk trying to break into the armory. Even in his prison cell, Tosk refuses to explain his actions and asks O'Brien to let him die with honor.

The hunter arrives

Shortly afterward, another ship comes through the wormhole. It quickly overcomes the station's shields, and three heavily armed humanoids beam aboard. There is a firefight, but the aliens go straight for Tosk. When they have found him, one of the aliens contacts the ship – the hunt is over.

The alien explains that Tosk was bred to be hunted and that allowing himself to be caught alive is the ultimate humiliation. Sisko reluctantly agrees to hand Tosk over to the hunters, telling O'Brien that unless Tosk asks for asylum there is nothing he can do.

When the hunter arrives to take Tosk, O'Brien arrives and insists on escorting them. As the hunter walks through an airlock he is struck down by an energy discharge, and O'Brien helps Tosk to make his escape.

Odo is ready to stop O'Brien, but Sisko tells him that there is no hurry. Meanwhile, the hunters come after Tosk, but he overcomes them and makes his getaway.

ON SCREEN...



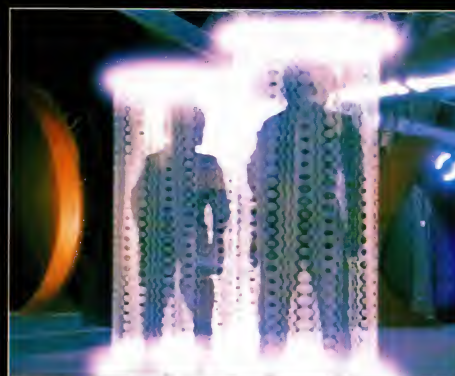
1 The wormhole opens and a ship with a single crewman emerges. This is **DEEP SPACE NINE's** first visitor from the Gamma Quadrant.



2 Tosk, the ship's occupant, is obviously in trouble, but is reluctant to ask for help. When O'Brien rescues him, he wants only to repair his ship and leave immediately.



3 Even after he is imprisoned for attempting to break into the armory, Tosk will not tell Sisko and the others what is really going on.



4 More Gamma Quadrant aliens arrive, and the situation becomes clear. These newcomers are hunters, and the unfortunate Tosk is their prey.



5 As the hunter attempts to leave with Tosk, he is hit by a sudden burst of energy as he walks through an airlock, allowing Tosk to escape.



6 As Tosk makes his way into the airlock and freedom, he asks O'Brien to go with him, but the Chief Engineer prefers life on **DEEP SPACE NINE**.

STARSHIP FACTS

When Sisko expresses concern, the hunters agree to restrict themselves to the Gamma Quadrant in future.

The rules of the hunt prevent Tosk from asking for help or even explaining his situation.



'Cause and Effect'

Strange voices and odd feelings of *déjà vu* lead the crew of the *U.S.S. Enterprise NCC-1701-D* to conclude that they're stuck in a timewarp. But knowing what's happening and preventing the ship's destruction prove to be very different things.

CAPTAIN'S LOG
STARDATE: 45852.1

"The *ENTERPRISE* has entered an area of space known as the Typhon Expanse. We are the first Starfleet vessel to chart this unexplored region."

The *U.S.S. Enterprise NCC-1701-D* is in deep trouble: it has sustained an impact and the starboard nacelle has been damaged. The crew work furiously to save the ship, but there is nothing they can do. **Captain Picard** orders everyone to evacuate, but it is too late and the *Enterprise* is consumed in a massive explosion.

In **Riker's** quarters **Data**, **Riker**, **Worf**, and **Dr. Crusher** settle down to a game of poker, which soon comes down to a standoff between Dr. Crusher and Riker. **Beverly** calls Riker's bluff and wins the hand. She smiles at him; somehow she just knew he couldn't win.

Dr. Crusher is called to sickbay, where **Geordi** tells her he has been feeling dizzy. Beverly examines him, but there is nothing physically wrong. As the doctor prepares a hypo she has a strong sense of *déjà vu*. Later that night, she is awoken by voices.

Shared experience

In the next morning's staff meeting Beverly tells the others what happened. Ten other crew members have also heard voices, but there is nothing unusual in the sensor logs and **Troi** didn't sense any kind of presence. Suddenly, **Worf** calls them to the bridge – he's picking up strange readings off the starboard bow, which seem to be caused by a localized distortion of the space-time continuum. Picard gives the order to back off, but the thrusters won't respond.

A ship emerges from the distortion on a collision course with the *Enterprise*. Riker suggests decompressing the main shuttlebay, allowing the explosive reaction to throw them clear, but Picard prefers Data's suggestion of using a tractor beam to push the other ship out of the way. Unfortunately, the beam isn't strong enough: the other ship hits the starboard nacelle and events replay themselves as the crew make a hopeless attempt to save the ship. Picard gives the order to abandon ship, and once again the core goes critical, consuming the *Enterprise* in the explosion.

In Commander Riker's quarters **Data**, **Riker**, **Worf**, and **Dr. Crusher** settle down to a game of poker. Data deals, and the cards are exactly the same as they were before. Dr. Crusher pauses before making her bet and this time Riker decides to fold, feeling that

ON SCREEN...



1 After a damaging impact, Captain Jean-Luc Picard orders all hands to abandon ship, but it is too late to save the *U.S.S. ENTERPRISE* or her crew.



2 In Riker's quarters, the senior officers experience strange feelings of *déjà vu* during one of their regular poker games. Some of them have seen the cards before.



3 In sickbay, Dr. Crusher tries to find the cause of Geordi's dizziness. The symptoms point to an inner ear infection, but no such infection exists.



4 In her quarters, Beverly hears strange voices. She is not the only crew member to experience this, but nothing unusual has been recorded in the ship's log.



5 The senior crew discuss the situation. Deanna Troi has not sensed any odd presences, but too many crew members are hearing the voices to dismiss them.



6 A ship emerges from the spatial anomaly and heads toward the *U.S.S. ENTERPRISE*. They collide, and the impact destroys the *GALAXY*-class ship.





FILE 69 STAR TREK: THE NEXT GENERATION

Crusher was about to call his bluff.

Dr. Crusher is called to sickbay, where Geordi tells her about his dizziness. Beverly asks him if he's had these symptoms before; he thinks he has, but can't remember when. Later that evening, Beverly hears the voices again. This time, she contacts the Captain at once. He says that he has also had a strong feeling of *déjà vu* and tells her to have Geordi and Data run a shipwide diagnostic.

The next morning, Data and Geordi report that they couldn't find anything unusual ... before Worf calls them to the bridge. Events replay themselves: the *Enterprise* is destroyed once again.

Repeat performance

At the poker game, the players realize that they know exactly which cards Data will deal next. Beverly contacts sickbay to ask if Geordi is there seconds before he walks in.

Dr. Crusher calls Picard to sickbay and tells him what is happening. Geordi's problems are caused by a phase variance in his **VISOR**, which may be due to a problem with the warp core. Picard orders Geordi to begin **subspace** scans. That night, Beverly is prepared for the voices and measures them with her **tricorder**. She contacts Geordi, who tells her that the subspace scan has picked something up.

Beverly calls a staff meeting at once and Geordi explains that they appear to have entered a temporal causality loop, and are living through the same period of time again and again; the voices and the phase shift are echoes of their other passes through the loop. Data's analysis of the tricorder readings indicate that the ship suffered some kind of disaster and it seems likely that this is what has trapped them in the loop. However, they have no idea of how to avoid the situation.

Geordi suggests that they generate a subspace message that will resonate in Data's **positronic** brain. But the message will be very short – no more than one word. As they finish, Riker calls them to the bridge. The accident repeats itself, and at the last moment Data sends himself a message.

At the poker game, the players prepare to predict the cards, but to their surprise they are all dealt three of a kind.

Once again Beverly examines Geordi and discovers the phase shift. Data performs a full diagnostic on the warp core and is intrigued to see that the result is all threes.

In the staff meeting the following morning, Geordi explains that he believes they are caught in a temporal causality loop. Data appears to have a message planted in his positronic net, but he has no idea what it means. **Ro** calls them to the bridge and the accident begins to replay itself.

As they reach the critical moment, Data

sees Riker's three rank pips and, realizing that this is connected to his message, he follows Riker's suggestion of decompressing the shuttlebay. It works, and the ship is pushed out of the way, avoiding collision.

According to a timebase beacon they spent 17.4 days in the loop. They hail the other ship, the **Soyuz-class U.S.S. Bozeman**, and her Captain, **Morgan Bateson**, offers them assistance – only to discover that he has been caught in the loop for a staggering 90 years.

ON SCREEN...



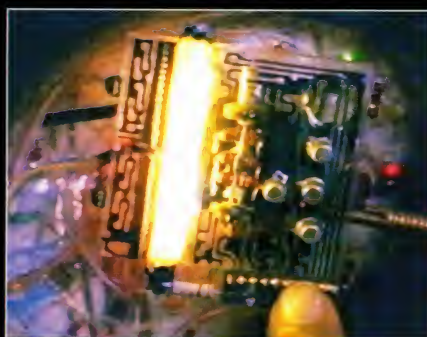
7 Everyone is back where they started: playing poker in Riker's quarters. But this time, everyone is aware that events are repeating themselves, and they are determined to get to the bottom of it.



8 This time, Beverly is prepared for the voices she hears, and scans them with her tricorder. Elsewhere on the ship, Geordi's subspace scan is also producing results.



9 Although the **U.S.S. ENTERPRISE** crew now have an idea of what is happening, they seem to be unable to do anything to stop it. The **U.S.S. BOZEMAN** still appears through the spacial anomaly, and the two ships collide once again.



10 Geordi and Crusher allow Data to plant a message – the number three – in his positronic brain. This will trigger a change in decision-making and help the crew break out of the deadly causality loop.

STARSHIP FACTS

When Beverly's tricorder is analyzed, Data determines that it has recorded the voices of all of the crew.

Once the message has been placed in his brain, Data records 2,083 encounters with the number three.

Captain Bateson left starbase in 2278, and for him only three weeks have passed. Until he encounters the **U.S.S. Enterprise** he has no idea that anything is wrong.



11 As Captain Picard recommends his Aunt Adele's steamed milk and nutmeg for Dr. Crusher's insomnia, he too feels a sense of *déjà vu*. He tells Crusher about the book he is currently reading and how it seems too familiar.



12 Captain Morgan Bateson of the **U.S.S. BOZEMAN** offers the **ENTERPRISE** assistance, little realizing that he needs far more help than them. He and his crew have been trapped in time for nearly a century.



FILE 79 STAR TREK: FIRST CONTACT

STAR TREK: FIRST CONTACT Part 8

Captain Picard will not leave the *U.S.S. Enterprise* until Data has been rescued, but in the Borg Hive in Main Engineering, the Borg Queen has other plans. Chief among them is ensuring that Zefram Cochrane and the *Phoenix* miss their rendezvous with destiny ...

FIRST CONTACT

"She brought me closer to humanity than I ever thought possible. And for a time, I was tempted by her offer."

— Data on the Borg Queen
"How long a time?"

— Captain Picard
"Zero point six eight seconds ... for an android, that is nearly an eternity."

— Data

In the **Borg Hive** aboard the *U.S.S. Enterprise NCC-1701-E*, Jean-Luc Picard is strapped to a table, watching helplessly as **Data** targets the *Phoenix* with **quantum torpedoes**. The **Borg Queen** gives the order to destroy the tiny ship, and Data obediently fires the weapons. Relishing her triumph, the Queen tells Picard to "watch ... your future's end."

Picard is riveted to the viewscreen, which shows three torpedoes streaking toward the *Phoenix* ... and harmlessly shooting past. The Queen whirls accusingly toward Data, but he hisses the Borg rallying cry back at her: "Resistance is futile!"

Data's desperate act

Data then smashes the wall of a plasma tank with his arm, flooding the room with coolant. Borg drones, and Data, are swept into the deadly gas. Picard grasps one of the dangling hoses, and begins a desperate scramble toward the ceiling, away from the gas, but the stunned Queen latches onto his leg and tries to claw her way up his body. Picard manages to keep his grip, but the hose is pulling loose from its fitting. Data's android shape, its skinless metal skeleton gleaming, rises out of the coolant and grabs the Queen's torso. She struggles to free herself and to keep her hold on Picard until, with a desperate cry, she loses her grip, plunging into the gas with Data.

The Borg are defeated

Picard swings toward a ledge and pulls himself to safety. Down in the swirling plasma, the Queen writhes in agony as her organic components disintegrate. Drones scream in empathetic pain in their alcoves, then spark and die. All the Borg fall and thrash, mimicking the death throes of their Queen, until every one is motionless.

Meanwhile, **Zefram Cochrane** whoops with shock and joy as the *Phoenix* hits warp and the stars turn to streaks outside his window. The converted missile hurtles through space at light speed, shaking and rattling. Finally, with the ride smoothed out somewhat, **Riker** suggests to Cochrane that he throttle back and take them out of warp. He does so, and the stars become pinpricks of light once more. Then he catches a glimpse of Earth, a blue speck, brighter than all the others. His face changes. "It's so ...

ON SCREEN...



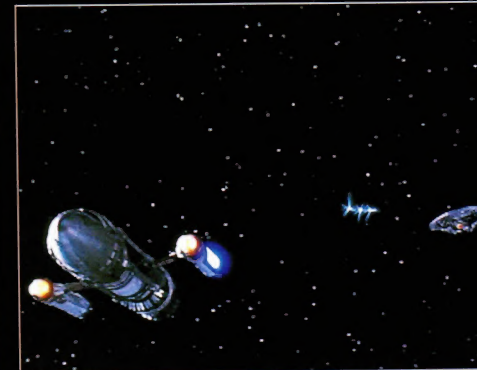
1 Captain Picard has given himself up to the Borg in the hope of rescuing Data from their clutches. Inside the Borg Hive in Main Engineering, the Borg Queen now has him strapped to the table.



2 The Borg Queen no longer needs 'Locutus' as her mate. Now she has Data to be her equal, and to Picard's horror and surprise it appears that the android is more than happy with the situation.



3 Data works at an auxiliary weapons console, located within Engineering. The ship's external sensors are now online, and her weapons are locked onto the *PHOENIX*.



4 The *U.S.S. ENTERPRISE* fires three photon torpedoes at the *PHOENIX*. If they hit, the future will be changed forever ... but at the last moment, the torpedoes miss.



5 Data slams his elbow into one of the coolant tanks, sending clouds of green gas sweeping through the Borg Hive.



6 Picard grabs a cable, trying to climb above the swirling gas, but the Borg Queen has grabbed his leg.



STAR TREK: FIRST CONTACT Part 8

small," he says. Riker replies, "It's about to get a whole lot bigger."

Picard opens the vents in Main Engineering, sucking the remnants of the coolant out into space and revealing a mass of bodies on the floor. He hurries down a ladder and finds the metallic skeletal remains of the Queen's cranium and spine, lights still flickering as it spasms reflexively. Grasping it firmly, Picard rips it apart. The lights fail and the movement ceases, both for the Borg Queen herself and for the twitching drones around her. Picard tosses the remains to the floor, then hears Data call.

Picard kneels at his side: Data is weak and battered but, with his typical humor, he assures the Captain that he looks worse than he feels. He also admits he was tempted by the Queen's offer to make him human. Picard understands, telling Data that she was "... unique." Relieved to have the old Data back, Picard helps him to his feet.

History assured

The *Phoenix's* inaugural warp flight is a success. Back on the surface of Earth, to the amazement of the denizens of the Montana missile compound, an alien ship lands in their backyard. The settlers gather around, reacting with shock and amazement as the huge orange-brown vessel cuts through the darkness to land gracefully in front of them.

As a **Vulcan** emerges, a bewildered Zefram Cochrane moves forward to meet him and is offered the traditional Vulcan greeting and salute: "Live long and prosper." Cochrane tries to imitate the salute, but fails and settles for a simple handshake instead.

Watching from a discreet distance, Picard and his crew decide to make their exit. But before they leave, Picard must say a final goodbye to **Lily**. At last, the *Enterprise* crew dematerialize, heading back to their starship and their century, leaving Zefram Cochrane to introduce the Vulcans to human culture – starting with tequila and rock 'n' roll.

Back on the *Enterprise* bridge, the crew are together again, and the ship is free from the Borg threat. Their warp signature has been hidden from the Vulcans, ensuring that as visitors from the future they can have no influence on the events taking place. A course is laid in for their own future: the 24th century. With a command from Picard to "make it so", the *Enterprise* disappears into a temporal vortex on its way home.

STARSHIP FACTS

The moon's gravitational field obscures the warp signature of the **U.S.S. Enterprise**, ensuring that the Vulcan ship detects only the **Phoenix's** warp engines.

Geordi reconfigures the *Enterprise's* warp field to match the chronometric readings of the **Borg Sphere** to ensure that the ship makes a successful journey back to the future.

ON SCREEN...



7 While Picard and the Borg Queen struggle in the Hive, the **PHOENIX** hits warp speed, ensuring that history will proceed as it should.



8 The Borg are defeated. The Queen falls into the liquid gas, and her organic components disintegrate. Only her cranium and twitching spinal column remain.



9 On Earth's surface, the Montana settlers watch in amazement as the Vulcan ship that has followed the **PHOENIX's** warp signature comes in to land.



10 The Vulcan removes his hood, revealing his pointed ears and leaving the settlers in no doubt: this man really is from another planet.



11 Captain Picard says goodbye to Lily as he prepares to return to the **U.S.S. ENTERPRISE** and a future in which Earth will hopefully be free of the Borg. He tells Lily he envies her, living through such an exciting time in history.



12 The **ENTERPRISE** crew have gone, leaving the Montana settlers alone with the Vulcans. In his bar, Cochrane introduces the alien visitors to the delights of something quintessentially human: rock'n'roll music.



B continued

Beauregard Nickname for a vegetable organism that briefly resided in the **U.S.S. Enterprise's** botanical facility in 2266. **Sulu** also called the life form 'Gertrude'. (Starship Log: 'The Man Trap' [TOS]) **SEE FILES 43, 68**

Beck A Federation obstetrics nurse, previously at **Starbase 218**, who was posted to the **U.S.S. Enterprise NCC-1701-D** along with **Commander Neela Daren** and others in 2369. (Starship Log: 'Lessons' [TNG]) **SEE FILES 25, 69**

beets A root vegetable indigenous to Earth, characterized by its deep red color. It is a favorite food of **Commander Sisko**, but not of **Dr. Bashir**. (Starship Log: 'Equilibrium' [DS9]) **SEE FILES 7, 70**

Belar, Joran Trill composer born in 2264. Belar was successful in entering the **Trill Initiate Program**, but in 2286 he murdered a physician from the **Trill Symbiosis Commission** who suggested he should be dropped from the program. He briefly hosted **Dax**. (Starship Log: 'Equilibrium' [DS9]) **SEE FILES 9, 46, 70**

Belar, Yolad Brother of **Joran Belar** who graduated from the same music academy as his sibling. **Sisko** and **Bashir** contacted him in 2371 to find out more about the disturbing hallucinations suffered by **Jadzia Dax**. Yolad confirmed to Sisko that his brother had violent tendencies, and he was surprised, at the time, to hear his brother had become a host. In spite of all Joran's failings, Yolad still loved his brother. (Starship Log: 'Equilibrium' [DS9]) **SEE FILES 46, 70**

Bele A two-toned inhabitant of **Cheron**, who claimed to be pursuing a traitor named **Lokai** when he boarded the **U.S.S. Enterprise** in 2268, but was actually motivated by racial animus. He continued his fight with Lokai on their now-dead planet. (Starship Log: 'Let That Be Your Last Battlefield' [TOS]) **SEE FILES 58, 68**

Bell, Lieutenant Dan This surly police officer from the **Dixon Hill** detective stories appeared in the Hill story **'The Big Goodbye'**, and was a main character in the holodeck programs based on the novels. (Starship Log: 'The Big Goodbye' [TNG]) **SEE FILES 43, 56, 69**

Bell, Gabriel A human from 21st century Earth who resided in **Sanctuary District A**, a ghetto in San Francisco. His heroic actions in an uprising, known as the **Bell Riots**, inspired the closure of the Sanctuaries in all major cities of the United States. His photos bear an uncanny resemblance to **Benjamin Sisko**. (Starship Log: 'Past Tense', Part I & II [DS9]) **SEE FILES 5, 43, 44, 70**

Bell Riots Riots in **Sanctuary District A** of San Francisco, named after **Gabriel Bell**, a Sanctuary resident who intervened when government troops stormed into a hostage situation and killed



⚠ When the real **Gabriel Bell** was killed during the early stages of the riots which were named after him, **Ben Sisko** took his place to ensure history proceeded according to the record books.

indiscriminately. As the result of a transporter accident, **Ben Sisko** found himself, along with **Dr. Bashir** and **Jadzia Dax**, in this time period. When the real Bell was killed too soon to fulfill his historical role, Sisko assumed the mantle of hero. (Starship Log: 'Past Tense', Part I & II [DS9]) **SEE FILES 5, 7, 43, 44, 70**

Bellows breath A method of increasing one's energy flow, practiced by **Dr. Julian Bashir**. The method utilizes a series of quick intakes of breath through the mouth, followed by one long one, also taken through the mouth. (Starship Log: 'Crossover' [DS9]) **SEE FILES 43, 70**

Belongo Ferengi male and nephew of the **Grand Nagus Zek**. In 2371 he is held on **Aldebaran III** by **Starfleet** authorities for minor offences. (Starship Log: 'Past Tense', Part I [DS9]) **SEE FILES 51, 70**

Beloti Sector The ship **U.S.S. Denver NCC-54927** was transporting colonists to this region when it was damaged by a gravitic mine. (Starship Log: 'Ethics' [TNG]) **SEE FILES 3, 31, 69**

Beltane IX This planet is a major hub for interstellar trade and transport. (Starship Log: 'Coming of Age' [TNG]) **SEE FILES 3, 69**

Belzoidian flea Presumably a parasitic insect of the order **Siphonaptera**. **Q** claimed that he chose human form over that of a **Belzoidian** flea after his powers were divested. (Starship Log: 'Deja Q' [TNG]) **SEE FILES 57, 69**

Benbeck, Martin A genetically-engineered inhabitant of **Moab IV**, responsible for explicating the laws of the **Genome Colony**. **Benbeck** was a strict isolationist, who even opposed letting **U.S.S. Enterprise** crew members help with vital environmental repairs. (Starship Log: 'The Masterpiece Society' [TNG]) **SEE FILES 18, 69**

Beauregard
Beck
beets
Belar, Joran
Belar, Yolad
Bele
Bell, Lieutenant Dan
Bell, Gabriel
Bell Riots
Bellows breath
Belongo
Beloti Sector
Beltane IX
Belzoidian Flea
Benbeck, Martin
Bender, Slade
Bendera, Kurt
Bendii Syndrome
Benecia
Benev Selec
benjisidrine
Bensen, Bjorn
Benton
Benzan
Benzar
benzine
Benzites
benzocyatic regimen
benzocyatizine
Beowulf
Beratis



⚠ **Lokai** was the prey long sought after by **Bele**. They continued their fight aboard the **U.S.S. ENTERPRISE** in 2268.



⚠ A powerless **Q** chose human form over that of a **Belzoidian** flea.



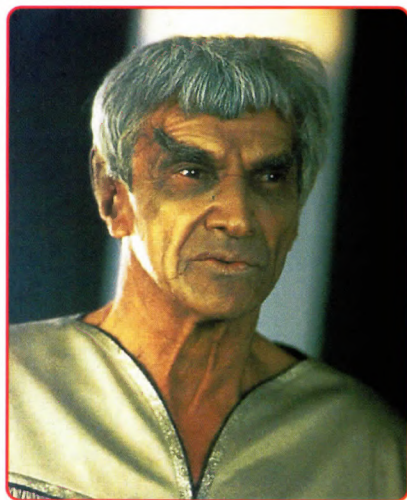
Bender, Slade A fictional character in the **Dixon Hill** stories and novels. There was also a holographic depiction of him in the Hill **holodeck** program. (*Starship Log*: 'Manhunt' [TNG]) **SEE FILES 56, 69**

Bendera, Kurt Former member of the **Maquis** who was killed aboard the **U.S.S. Voyager** during a **Kazon** raid in 2372. Stationed in Engineering, **Bendera's** console blew up in his face, killing him. He once saved **B'Elanna Torres'** life and was also a friend of **Chakotay's**. (*Starship Log*: 'Alliances' [VOY]) **SEE FILES 18, 29, 71**

Bendii Syndrome A debilitating disease affecting mature **Vulcans**, marked by increasing loss of emotional discipline and other irrational behavior. The affliction is often fatal, as it was for **Sarek** in 2368. (*Starship Log*: 'Sarek', 'Unification', Part I [TNG]) **SEE FILES 8, 45, 69**

Benecia Planetary home to a **Federation** colony, noted for its primitive medical facilities. A scheduled tour stop for **Anton Karidian's** theatrical troupe, it was also **Dr. Janice Lester's** intended destination for Kirk's imprisoned mind. (*Starship Log*: 'The Conscience of the King', 'Turnabout Intruder' [TOS]) **SEE FILES 3, 68**

Benev Selec One of the five similar planetary systems located in the **Selcundi Drema Sector**. (*Starship Log*: 'Pen Pals' [TNG]) **SEE FILES 3, 4, 69**



◀ **The Vulcan Ambassador Sarek suffered several serious medical problems. In 2267 a course of benjisidrine could not prevent a near-fatal heart attack, and the degenerative disease Bendii Syndrome claimed him in 2368.**

benjisidrine A prescription medication for the treatment of heart disease. **Ambassador Sarek** was placed on it in 2267. (*Starship Log*: 'Journey to Babel' [TOS]) **SEE FILES 45, 65, 68**

Bensen, Bjorn The principal engineer for **Kurt Mandl's** terraforming project which imperiled the indigenous life forms on **Velara III**. (*Starship Log*: 'Home Soil' [TNG]) **SEE FILES 43, 69**

Benton A lithium miner on planet **Rigel XII**, working under **Ben Childress**, during **Harry Mudd's** sojourn there. (*Starship Log*: 'Mudd's Women' [TOS]) **SEE FILES 18, 44, 68**

Benzan A **Straleb** native, and son of the Secretary of the **Legion of Unity**, he fathered a child with **Yanar**, a native of his planet's adversary, **Altec**. Their secret engagement almost provoked an interplanetary crisis. (*Starship Log*: 'The Outrageous Okona' [TNG]) **SEE FILES 58, 69**

Benzar A relatively recent member of the **United Federation of Planets**, and the home of the **Benzites**. (*Starship Log*: 'Coming of Age', 'A Matter of Honor' [TNG]) **SEE FILES 7, 69**

benzine One of several complex hydrocarbons detected by the **U.S.S. Voyager** in the **Delta Quadrant**. The scans were instigated by the odd occurrence of traces of rust found in the middle of space. Further investigation revealed the source of the rust to be a 1936 Ford pickup truck. Ancient Earth vessels were powered by an internal combustion engine and used refined petroleum, or gasoline, as fuel for propulsion. (*Starship Log*: 'The 37's' [VOY]) **SEE FILES 18, 44, 71**

Benzites The native inhabitants of **Benzar**. Humanoid in form, they require individual breathing appliances to augment the nitrogen-oxygen air typical of **Class-M** atmospheres. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 7, 59, 69**

▶ **In 2371, Jadzia Dax suffered from severe hallucinations. It was discovered her isoboramine levels had dropped and she was put on benzocyatizine.**



benzocyatic regimen

A course of **benzocyatizine** medication for joined **Trills**. **Jadzia Dax** was put on a course in 2371 to combat a drop in her **isoboramine** levels. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 46, 70**

benzocyatizine A medication sometimes required by joined **Trills** to maintain adequate levels of **isoboramine**, a neural transmitter that mediates the synaptic function between host and symbiont. (*Starship Log*: 'Equilibrium' [DS9]) **SEE FILES 9, 46, 70**

Beowulf The oldest of the great long poems written in Old English, dating back to the first half of Earth's 8th century. The poem is steeped in Scandinavian folklore mixed with history, and deals with Beowulf's heroic confrontations with a dragon and a water monster. The poem also deals with his death and funeral. In 2371, **Harry Kim** reenacted this poem aboard the **U.S.S. Voyager's holodeck**. When photonic beings from a protostar entered the holodeck and three crew members went missing, the **Holographic Doctor** was the only one considered capable of investigating the disappearances, due to his photographic nature. It was his first assignment out of sickbay. (*Starship Log*: 'Heroes and Demons' [DS9]) **SEE FILES 56, 70**



▶ **In his first excursion out of sickbay, the U.S.S. VOYAGER's Holographic Doctor comes face to face with the fearsome Knight Unferth in a recreation of the Old English epic poem 'Beowulf' on the holodeck.**

Beratis The **Rigel IV** name for a murderous interstellar entity, which is known by different names in different worlds. Other organisms suspected of being hosts include **Redjac**, **Kesla**, **Hengist**, and **Jack the Ripper**. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILES 58, 68**